

ENERGY



Move 1 "Ghost" up to two rooms.

ENDURENCE



Take from the common pile any item you don't have in your hand.

REPLACEMENT



Exchange an item from your hand for any other item in the common pile that is not required for the conjuring.

SHORTCUT



Move your character marker up to 2 rooms.

WITCHER



When using an object, apply its effect twice.

ENERGY



Move 1 "Ghost" to an adjacent room.

TACTICS



Reroll the die up to 2 times when searching.

STEALTH

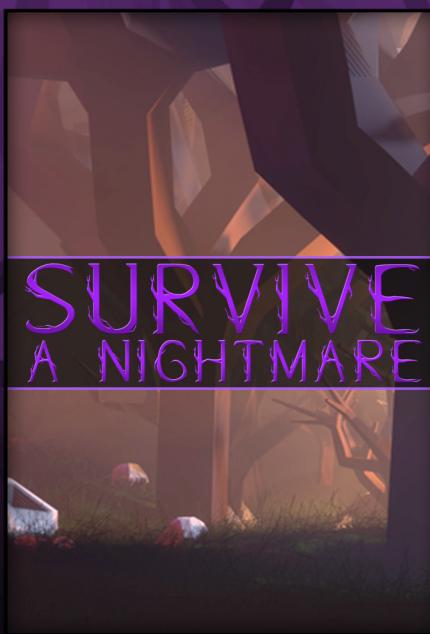
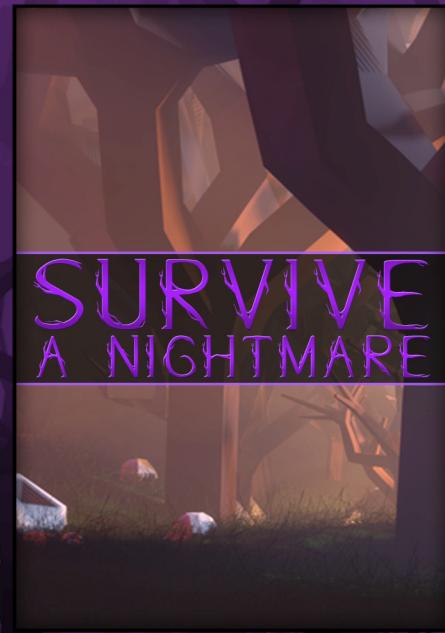


A free search action.

CALM



Reduce your panic level by -2 points.



CALM



Reduce your panic level by -1 points.

SHIELD



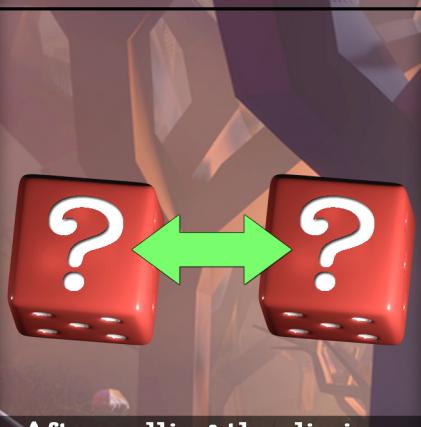
Cancel the spawning of a specter within the room in which you are in.

MADNESS



Its just a nightmare, eliminate a "Ghost" or a "Demon" that is adjacent to you.

TRADE



After rolling the die in a search action, you can roll the die for second time, then choose one of the two results.

BLACK CAT



Eliminate all the specters of the storey you are in.

LUCKY STRIKE



In a search action, increase +2 points to your die.

